//The Art Dealer Game detailed requirements

//Michael Dyer, Samed Ganibegovic, David Richards, Michael Ryan

//mdxrf@mail.umsl.edu, sg93f@mail.umsl.edu, dlrz85@mail.umsl.edu, mjryan@mail.missouri.edu

Title: Request Player's grade level before entering game loop.

Description: mode 1: grades K-2

mode 2: grades 3-5

mode 3: grades 6-8

mode 3 triggers additional question:

1-Player or 2-Player (PVP mode)

Title: Display Deck

Description: Display deck of 52 standard poker cards

Title: User selects cards

Description: User selects 4 cards which are copied to the Game Board

Title: Dealer buys cards

Description: Art Dealer buys 0-4 cards according to rule

Title: Score

Description: Score updates with number of cards bought

Title: Next button

Description: Remaining cards shown until 'next' button is pressed

Title: Card history

Description: Cards from the round are moved to the History

with accepted cards highlighted

Title: Solve button

Description: If 'Solve' button is pressed,

opens a list of descriptions of each possible rule

with a checkbox next to it. If the correct box is checked,

Player wins. Otherwise game loop continues.

Title: Possible Rules

Description: Art Dealer rules randomly chosen from list

mode 1:

all red

all black

all hearts

all diamonds

all clubs

all spades

all one face or number

mode 2 (includes all choices from mode 1):

single-digit primes

set of number cards which sum to number 2-36

ace + black jack

mode 3 (includes all choices from mode 2):

highest card

straight (2 or more consecutive values)

flush (all same suit)

1 pair

2 pairs

3 of a kind

4 of a kind

Title: PVP mode

Description: PVP mode, Dealer does not operate automatically

but pauses for second Player to choose 0-4 of selected cards

and then press 'next' button